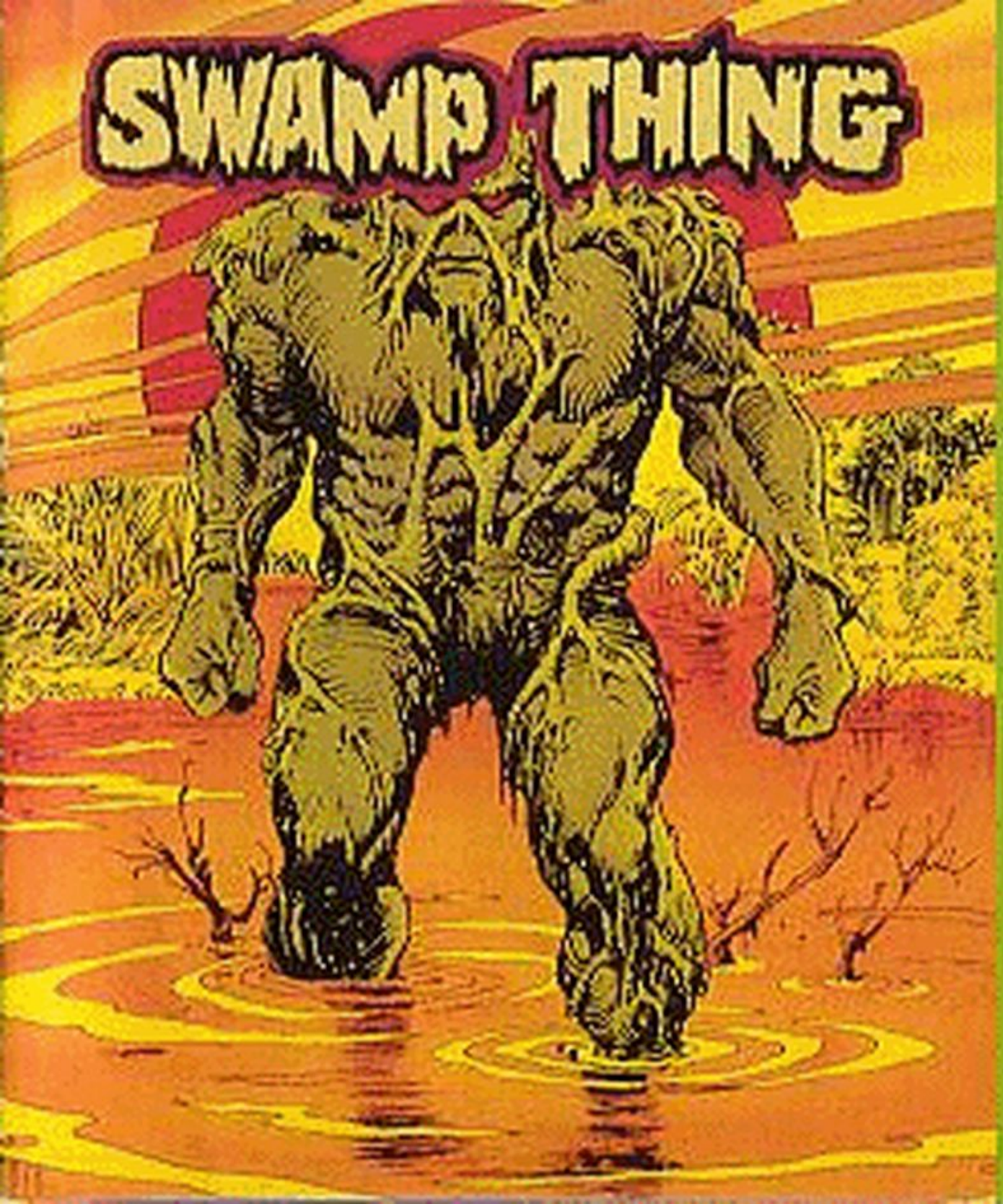

NES-SW-USA

INSTRUCTION MANUAL

T•HQ SOFTWARE

INTRODUCTION

Thank you for purchasing Swamp Thing™ for the Nintendo Entertainment System. We are sure you will enjoy the thrilling adventures of the Green Guardian! Join Swamp Thing on his mission to stop the evil Dr. Anton Arcane and his vile Un-Men from taking control of the world!

All the action from the murky backwater regions of the bayou to the bizarre mansion of Dr. Anton Arcane are waiting for your first steps! So stomp through the swamp in this amazing adventure from T•HQ!

T•HQ SOFTWARE

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Nintendo ENTERTAINMENT SYSTEM

Nintendo and Nintendo Entertainment System are registered trademarks of Nintendo of America Inc.

Official Nintendo Seal of Quality

This official seal is your assurance that Nintendo has approved the quality of this product. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System. All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality.

SAFETY PRECAUTIONS

Follow these suggestions to keep your Swamp Thing™ Game Pak in perfect operating condition.

1. DO NOT subject your Game Pak to extreme temperatures, either hot or cold. Always store it at room temperature.
2. DO NOT touch the terminal connectors on your Game Pak. Keep it clean and dust-free by always storing it in its protective plastic sleeve.
3. DO NOT try to disassemble your Game Pak.
4. DO NOT let your Game Pak come in contact with thinners, solvents, benzene, alcohol, or any other strong cleaning agents that can damage it.

WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV!

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage in a projection television. Please contact your TV manufacturer for further information.

A D V I S O R Y

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and convulsions.

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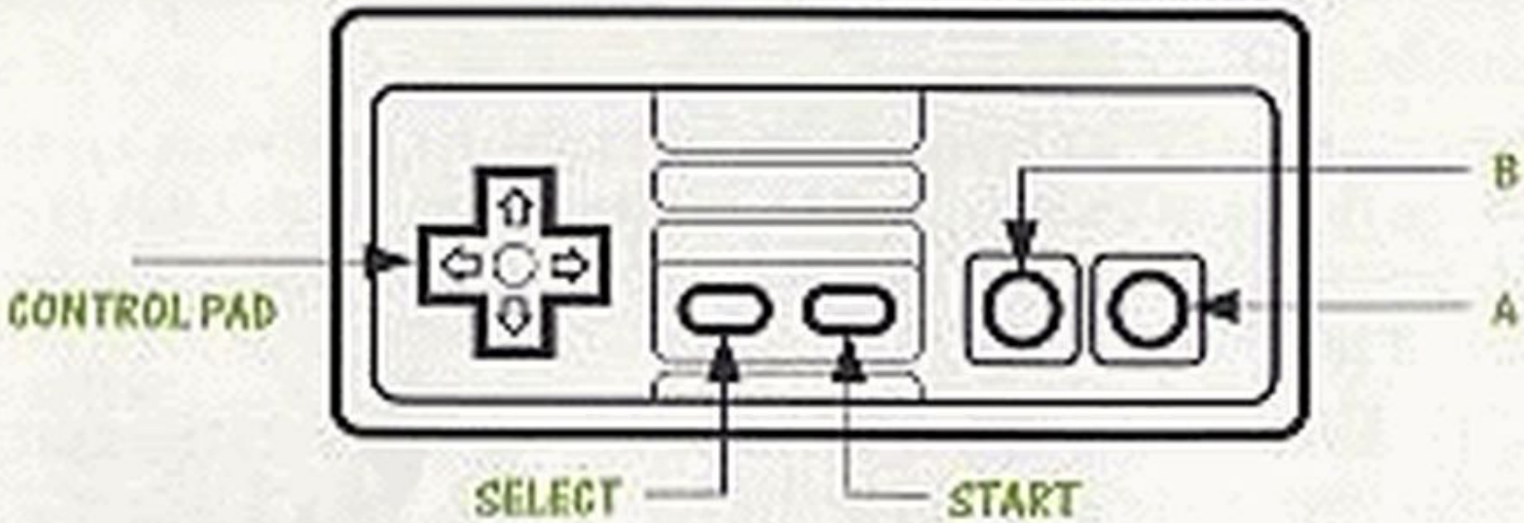
Dr. Alec Holland was a brilliant bio-chemist working on a formula that could bring life to barren wastelands and provide food for a hungry world. His Bio-Restorative formula was kept secret from the world, but not from his enemies. A mad scientist, Dr. Anton Arcane coveted the power that this formula represented. He stole the precious liquid and destroyed Dr. Holland's lab.

The bomb's blast caught Dr. Holland while he was holding his formula. In a crazed rush to extinguish the flames on his body, he dove into the swamp - coated with fire and the formula. What rose from the murky waters was no longer Alec Holland but the towering form of the Swamp Thing!

Now Swamp Thing must stop Arcane from achieving his goal of world conquest by collecting beakers of the bio-restorative formula before Arcane does. All the while he'll battle Arcane's robotic minions. If he succeeds there, Swampy will then tangle with Arcane's ultimate horrors - the mutated Un-Men! Only by defeating these uglies can Swamp Thing restore the ecological equilibrium.

BEGIN THE GAME

Insert the Game Pak into your Nintendo Entertainment System and turn the machine on. The title screen and opening sequence will tell the story behind the game. Press the Start button to begin playing.



The Controls - Use the following controls to guide Swamp Thing through the various levels:

A Button - Press to jump. Hold down longer for a higher jump. Hold down after jumping to make Swamp Thing walk faster. It causes the tree to shake (after Swamp Thing has turned into one). Press also to cycle through text sequences.

B Button - Press to throw punches or toss swamp moss projectiles.

Start Button - Pauses/unpauses the game. Use also to skip past movie sequences.

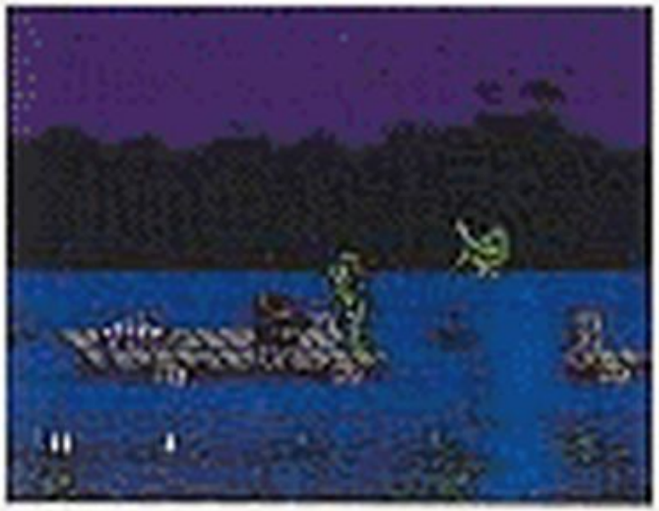
Select Button - Use to make Swamp Thing emerge from a transformation.

Control Pad Functions:

Right or Left - Swamp Thing walks right or left.

Down - Swamp Thing crouches down.

Up - Special Feature! Use to transform Swamp Thing into a tree, or an apple, a tire or a flower (for energy). These organic objects allow Swampy to get to places and weapons that he normally could not reach. The flower is the only object that remains stationary. Transforming costs one energy tick, so you should have at least two energy ticks to make the transformation.



POWER UPS

The following items can be found throughout the game to make it easier for Swamp Thing (and you) to finish his mission:

Swamp Beaker - Contains the bio-restorative formula. This restores one energy tick.

1 up - Gives you an extra life.

Battery - Every 20 batteries collected gives Swamp Thing an extra energy tick. Every 50 batteries collected gives Swamp Thing an extra life.

Swamp Moss - Gives swamp thing 10 moss projectiles. These projectiles do not work against all of Arcane's forces!

Flower - Restores all of Swamp Thing's energy! Swampy MUST transform into a flower to achieve this effect.

Weed Killer – He lives for the pleasure of destroying any plant life. Swamp Thing is his ultimate goal.

Skin Man – Brought back from the dead by Arcane. Skin Man is a vicious flying zombie! Under Arcane's control, he hunts the Green Guardian.

Dr. Deemo – Arcane transformed a powerful magician into a cobra headed voodoo master. He'll use his poisonous fangs and wicked spells to destroy Swamp Thing!

WARRANTY INFORMATION

90 DAY LIMITED WARRANTY:
T-HQ Software, Inc. warrants to the original consumer purchaser that this Game Pak ("PAK") (not including Game Pak Accessories or Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, T-HQ Software, Inc. will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the T-HQ Software, Inc. Consumer Service Department of the problem requiring warranty service by calling: (818) 591-3241. Our Consumer Service Department is in operation from 9:00 A.M. to 5:00 P.M. Pacific Standard Time, Monday through Friday.

3. If the T-HQ Software, Inc. service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

T-HQ Software, Inc.
Consumer Service Department
5000 N. Parkway Calabasas, Suite 107
Calabasas, CA 91302
(818) 591-1310

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY
If the PAK develops a problem after the 90-day warranty period, you may contact the T-HQ Software, Inc. Consumer Service Department at the phone number noted. If the T-HQ Software, Inc. service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK, freight prepaid to T-HQ Software, Inc., enclosing a check or money order for $10.00 payable to T-HQ Software, Inc. T-HQ Software, Inc. will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refundable.

WARRANTY LIMITATIONS:
ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL THQ SOFTWARE, INC. BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try and correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES with respect to the receiver.
- Move the NES away from the receiver.
- Plug the NES into a different outlet so that the NES and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems
This booklet is available from the U.S. Government Printing Office, Washington D.C. 20402, Stock No. 004-000-00345-4.

CREDITS

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NOTES

NOTES

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